GATEWAY RPG- Advanced Character Sheet

Character Name: _____

Character Race/Archetype/Class Description:

Proficiency: Mark "+" sign next to traits below
Deficiency: Mark "-" sign next to traits below
Mark any that are not setting appropriate with an "NA"

Saving Throw ***(Choose 2 Proficiency "+" and 1 Deficiency "-")***

- _____ Strength Saving Throw
- _____ Dexterity Saving Throw (AC)
- _____ Constitution Saving Throw (HP)
- _____ Intelligence Saving Throw
- _____ Wisdom Saving Throw
- _____ Charisma Saving Throw

Attack Type **(Choose 1 Proficiency "+")**

- _____ Melee Attack
- _____ Ranged Attack
- _____ Magic Spell Attack

Skill Traits ***(Choose 5 Proficiency "+" and 3 Deficiency "-")***

Strength (STR):

- _____ Athletics Check

Dexterity (DEX):

- _____ Turn Order in Battle (Initiative Check)
- _____ Acrobatics Check
- _____ Sleight of Hand Check
- _____ Piloting (Land, Sea, Air, Mech)
- _____ Lock Picking
- _____ Stealth Check
- _____ Hide Check

Constitution (CON):

- _NA_ See Saving Throws

Intelligence (INT):

- _____ Arcana Check
- _____ History Check
- _____ Streetwise
- _____ Investigation Check
- _____ Computer Use/ Tech
- _____ Nature Check
- _____ Religion Check

Wisdom (WIS):

- _____ Animal Handling Check
- _____ Insight Check
- _____ Medicine Check
- _____ Perception Check
- _____ Survival Check
- _____ Casting Magic Spells (Non-Attack)

Charisma (CHA):

- _____ Deception Check
- _____ Intimidation Check
- _____ Performance Check
- _____ Persuasion Check

Character Portrait

Armor Class (AC): _____ *(Based on **DEX** Saving Throw Stat)*
Proficiency = 14, Normal = 12, Deficiency = 10

Hit Points (HP): _____ **(***Based on **CON** Saving Throw Stat)*
Proficiency = 5, Normal = 4, Deficiency = 3

Movement Speed: _____ (Standard Character is 30 ft)

Melee Attack Weapons:

Ranged Attack Weapons:

Special Abilities:

Items:

Background: